Episode 2: The Life—and Death—of the Party

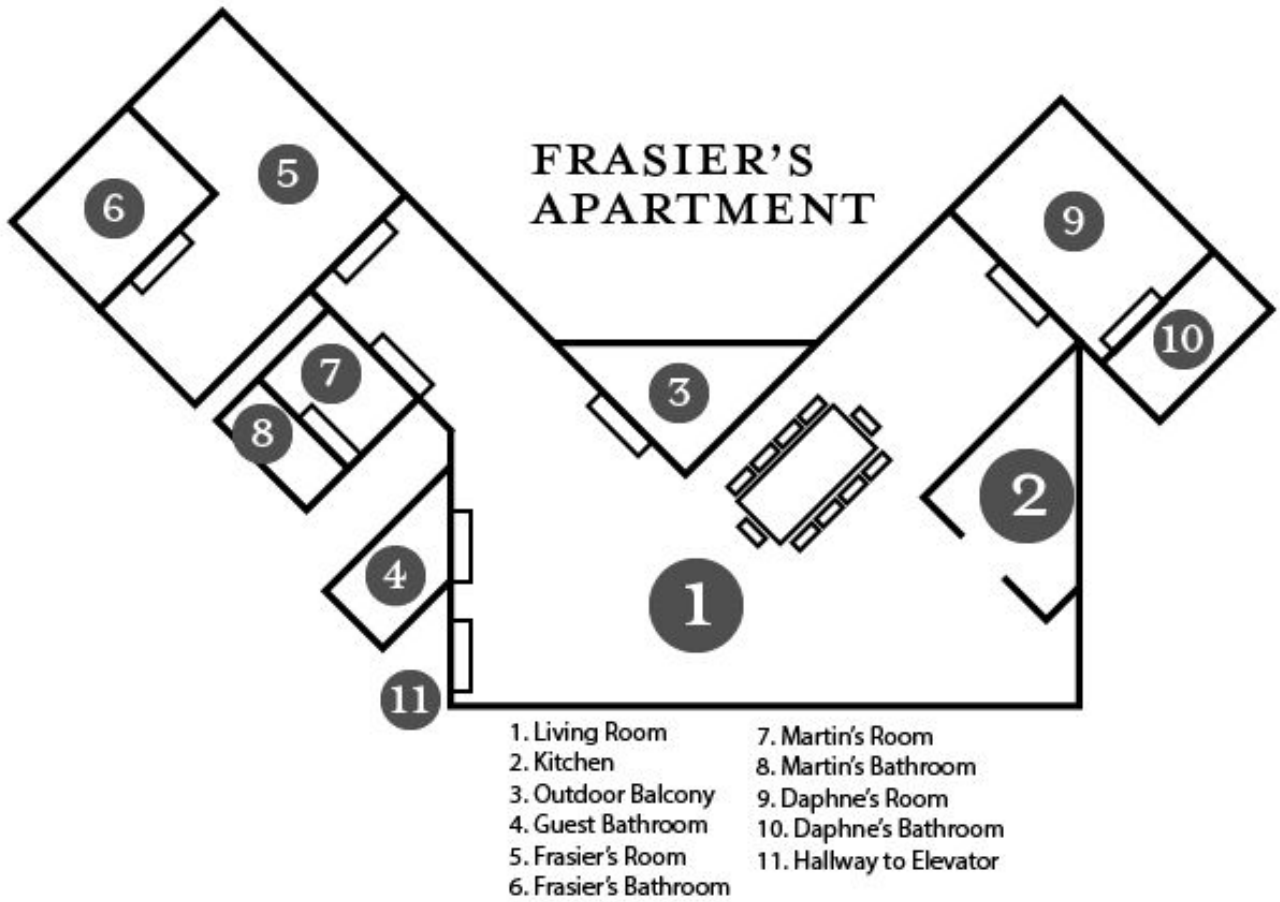
Cold Open

What could be finer than a perfectly executed dinner party at the Frasier household? But party crashers—both human and beyond—threaten to turn this night to remember into a night to forget!

Designed for 5 players. Scale enemy health up or down if not playing with 5. Frasier, Niles, and Daphne are required for this episode.

Loosely based on Bebe's plot from "Where There's Smoke, There's Fired," season 3, episode 21. Clive is from "The Two Mrs. Cranes," season 4, episode 1. Allison and Rhino Landis are from "Party Party," season 5, episode 23. The Showrunner can watch these episodes for reference, but it's not required. The players can watch an episode with Bebe Glazer beforehand for reference.

Note: The goal is to make this dinner party as chaotic as possible. Overlap events to force the players to split up.



Act One

The players begin in the living room [1]. Refer to the map of Frasier's apartment at the beginning of this document. The Showrunner is allowed to show this map to players because their characters would know the layout.

Showrunner: *"We open on Frasier's apartment in the evening. The living room dining table is smartly decorated with flowers and cloth napkins. The inviting aromas of Chef Céleste's celebrated cooking wafts in from the kitchen. This is no ordinary dinner; Frasier is hosting Seattle Arts Board member Carl "Rhino" Landis and his wife Allison Landis. As a founder of the Safari Club, Rhino doesn't go anywhere without his hunting rifle and mean temper. Allison, equally as bold and twice as seductive, is often seen cavorting with Seattle's elite while Rhino big game hunts on other continents. Frasier and Niles must win over this couple with their dinner party if they are to secure a vote for their induction into the legendary Seattle Arts Board.*

"*However, before this evening began, Frasier and Niles have dishonorably insulted Daphne and the other characters, implying they would only ruin the evening if invited. To maintain peace among their friends, Frasier and Niles have reluctantly invited them to join.*

"And finally, in addition to these unexpected dinner guests, Frasier's master bathroom won't operate. He's expecting the plumber to arrive and depart hopefully before Rhino and Allsion make their appearance.

"Frasier's apartment has a central living room with an exit door opening to the hallway and a door opening to the guest bathroom to the southwest. Adjacent to the living room eastward is the kitchen, the inside of which cannot be seen or heard from the living room. North of the living room is the balcony with glass sliding doors and a view of beautiful downtown Seattle. There are two wings west and east. West is Frasier's room and master bathroom, along with Martin's room and smaller bathroom. The east wing contains Daphne's room and bathroom."

The players now have control. Have them decide who shall sit where at the rectangular dining room table.

Nearing the end of deliberations, Chef Céleste pokes her head out from the kitchen. A stubborn perfectionist, she barks in her French accent, *"What is that odor, Monsieur Crane? A cheap perfume or discount aftershave? That noxious fragrance is clashing with my flavors! If it continues, I will leave at once!"*

- Céleste will press players to try and find who smells until someone admits it's coming from them, losing 5 Reputation. Céleste will ask the player to wash it off.
- A player can convince Céleste the smell is from another source (like the flowers) with a Hard CHA roll.
- If players attempt to fight Céleste, a butcher's knife zips past a player's face, right into Frasier's treasured African fertility mask. Céleste laughs and returns to the kitchen. The players get the impression that a fight with her would be instant death, but if they insist...
- Céleste
    - HP: 200
    - DMG: 5K5
    - She attacks by throwing knives with pinpoint accuracy. This is not a fight the players want to

be in, and she'll back off if begged.

Suddenly, Daphne has a premonition of some great dark energy approaching. Have her roll 1K1 to determine the accuracy of the premonition. Then the doorbell rings. The plumber, no doubt. The doorbell continues to ring obnoxiously until someone answers to find it's not the plumber—it's Frasier's agent, Bebe Glazer. She smiles devilishly. Every word from her fast-talking phony lips is melodramatic and terrifyingly flirtatious. She would do anything for her number one client, Frasier Crane.

"Now how's my star, my prince of radio, my darling Frasier Crane, lovely apartment, mind if I drop in?" Bebe says, stepping past whoever opened the door. Though an excellent agent, she terrifies everyone and would be a disaster at any dinner party.

Bebe marvels and compliments the decor, ignoring the group's attempts to make her leave. After further pushing, she begins to cry crocodile tears.

- Everyone rolls CHA. An Audacious CHA roll (14+) lets a player know she's faking.

Through smeared mascara, Bebe comes out with it. *"Frasier, it's my smoking. My fiance detests it and won't marry me unless I kick the habit tonight! I can't lose him, I just can't! I'll never find a man with such a beautiful bank account. Just look at the ring!"* Everyone does. The diamond is massive. *"Oh, won't you help me Frasier? Of course you will. My fiance is Wilford Boone, your boss at the radio station. If you can't cure me, you're fired. His words, not mine! But you'll cure me. You're the best there is! And a good man. A good, sweet, honest, caring man!"*

As Bebe says these final lines, she collapses on the couch and lights up a cigarette. An ominous disembodied voice bellows, *"FIVE!"* It sends a shiver down each player's spine. Bebe doesn't appear to hear it. If nobody stops her, she'll finish the cigarette and light up another. *"FOUR!"* will bellow to each player.

- Every time Bebe smokes, the next number bellows to every player. Once it reaches *"ZERO,"* Frasier's apartment catches on fire, utterly ruining the dinner party. The extra difficult Bebe boss battle begins (see Act Three below for boss battle information).
- If left alone, Bebe will smoke. She'll lie, run away, and trick players into leaving her alone, only to scream like a child when caught. Ways she can trick the players throughout the episode:
    - Going to the bathroom, only to smoke.
    - Giving the player her last cigarette or her lighter. She can conjure an endless supply of each from seemingly nowhere.
    - Crying about never smoking again and running off into a bedroom to smoke.
    - Locking herself on the balcony to smoke.
    - Locking a player out on the balcony so she can smoke inside the apartment.
    - Crying and leaving the apartment, only to smoke in the hallway.
- If Bebe is kicked out of the apartment, she will continue to smoke in the hallway until the game ends. Again, the players cannot leave her alone.
- Bebe will not fight until the boss battle.

- To win out over any of Bebe's actions, the player must roll higher than her. For example, snatching a cigarette out of her hand before she smokes it requires rolling a higher DXT roll.
- Bebe
    - STR: 2
    - DXT: 3
    - CHA: 5
    - INT: 3
    - WIS: 3
    - WLT: 4

After the players stop Bebe from smoking on the couch, Céleste storms out of the kitchen. *"Smoking next to my cuisine! You may not care about flavor, Monsieur Crane, but I will not have my cuisine tarnished by this chimney stack!"*

Céleste leaves the apartment before finishing the main course. No amount of reasoning can bring her back. Players now have a dinner party with no chef, no main course, and a drama queen moaning on the coach.

Just then, the doorbell rings.

Act Two

It's the plumber. He is hunched over with a cape and an iron mask covering his face. He carries a toolbox and an Emerald Wrench. He speaks in a timid British accent: "*He...hello. I'm here to fix the pipes."*

- At this point, have Daphne roll a Hard WIS check to see if she knows anything. If she fails, have her do it again later.
- If Daphne succeeds her Hard WIS check, take the player aside. Secretly tell the player that Daphne knows the identity of this man. His name is Clive and he is Daphne's ex-fiance from England. She left him at the altar because she didn't love him. It seems he has followed her to Seattle.
- Tell Daphne that revealing this embarrassing information to anyone will result in a massive Reputation loss of 40 points and will hurt Clive for 5K5 damage.
- Clive will occasionally look at Daphne's direction, but then quickly turn away.
- Clive will NEVER remove his mask. A powerful dark magic holds it to his face if anyone tries to pry it off.
- Clive will not tell players his name.
- Clive will not fight unless he is the chosen boss battle in Act Three. Until then, he will cower in fear from all attacks.

If nobody is explicitly keeping an eye on Bebe when the door is answered. She will sneak off to Martin's room to smoke.

Someone should show the plumber to Frasier's bathroom [6]. He moves slowly and does not seem intent on finishing quickly. The plumber does not need to be supervised by other players while he works on the toilet with his Emerald Wrench.

- A player may make a Hard INT roll to know about the Emerald Wrench. A success means they know it possesses ancient British magic that can animate metal.

A minute after the plumber enters Frasier's bathroom, two events occur simultaneously. From the kitchen, players hear a pot boiling over and strange yelps and scratches are heard from Frasier's bathroom. Suggest, but do not demand, that the players split up to investigate.

Kitchen [2]

The hors d'oeuvres are done, some lovely smoked Atlantic salmon blinis, but the entree is not. The ingredients and cookware are prepped and ready to go, but the fire is burning on a boiling cauldron. The ingredients for the entree have to go in now!

Fortunately for the players, Céleste also left behind her cookbook. It's a massive tomb with a green haze drifting from its yellowed cover. A strong spell holds the book shut. To open it, a player (or two, combining their rolls) must pass a Hard STR roll.

As the magical book flings open to the desired dish, players see that the recipe is written in riddles with multiple choice answers. Solve the six riddles and save the dinner party, but get too many wrong and suffer a massive blow for assaulting the guests' tastebuds.

- Only players in the kitchen can participate. They'll have to call other players to the kitchen to help.

1. *For ingredient number one,*
Use what a dog does to a bone,
Once all the chewing has been done,
When in the yard, when all alone.
    - Banana
    - Coconut
    - Mango
    - (Banana, the only berry, or "bury," is correct.)
2. *After that, for the pot,*
Your next food must be found beneath,
Beneath where human shoes do trot,
As it grows to be your treat.
    - Garlic
    - Kiwi
    - Cashew
    - (Garlic, the only ingredient that grows underground, is correct.)
3. *Hurry, hurry, add the herb,*
From spice racks it is found about,
Quick, they say it equals money,
Quick, before we all run out!
    - (No multiple choice. The answer is Thyme, because "time" equals money and we're running out of "time.")
4. *What's drunk and white and red all over?*
The wine! And now for your delight,
Select the drink we all require,
Not the red, only the white.
    - Merlot
    - Pinot Noir
    - Chardonnay
    - (Chardonnay, a white wine, is correct.)
5. *What is it that our dinner lacks?*
Ah! Tis beef we must include!
Which cut comes from bovine backs,
And makes the most exquisite food?
    - Flank
    - Brisket
    - Sirloin
    - (Sirloin, which comes from a cow's back, is correct.)
6. *To end, add teaspoons of sugar to savor,*
To celebrate the many years.
Start with enough for each season of Frasier*,*
Then please add for each season of Cheers*.*
    - (11 seasons + 11 seasons = 22 teaspoons)

Adding the final ingredient to the cauldron causes it to spark and sizzle in many colors. Do not tell the players how many ingredients they got correct. The success will only be revealed upon serving and consuming.

- 5 or 6 correct: The dish is scrumptious! When the dish is consumed, each player is fully healed once and the party gains 10 Reputation.
- 3 or 4 correct: The dish is acceptable. Nothing good nor bad occurs when consumed.

- 2 or less correct: The dish is most foul! Players spit out the rancid concoction. Eating it results in 1K1 damage and the party losing 10 Reputation.

Frasier's Bathroom [6]

In Frasier's bathroom players find the plumber…and a dark, swirling portal coming from inside the toilet. The plumber nervously backs up into the corner as two imps approach him. A third then jumps out of the portal. They are crying, yelping, and covered in beautiful flowers. A battle ensues.

- Crying Flower Imp (x3)
  - HP: 10
  - DMG: 2K1
  - When destroyed, they burst into flowers.
- Portal
  - Roll Medium INT to know that these are psychic portals. To close it, a player must roll Hard INT to disable the portal with their mind.
  - The Portal will release more Crying Flower Imps if not closed.
- The plumber
  - The plumber will be too afraid to help unless a player rolls Audacious CHA to persuade him.
  - He feebly attacks for 1K1 damage.

Upon winning the fight, the plumber slams the toilet with his Emerald Wrench, causing it to gurgle and calm down. He says he's seen this before, but not this bad. Leave him be. He has much work to do to contain the disturbance before it spreads.

Back in the Living Room [1]

Before both Frasier's bathroom and kitchen events complete, the doorbell rings. Finally, it's Rhino and Allison.

- Pull the Niles player out of the room. Inform the player that Niles didn't realize it was *this* Allison. Niles accidentally kissed her at the wine club while her husband was on safari, and she's been coming on to him ever since. Rhino cannot know of this lurid affair or the party will suffer a massive reputation loss and possibly Niles will be shot with the hunting rifle he carries for 4K5 damage.
- Allison will hint at the kiss throughout the episode, but mostly because she enjoys watching Niles squirm. His kiss meant nothing to her.
- If Bebe (who is still around) meets Rhino, she will immediately start flirting with Rhino. She'll ask leading questions to determine his wealth and ask for a cigarette light (which he'll have).

Rhino: *"Frasier and Niles, always a pleasure, always a pleasure! My apologies for being late, but please, let us begin the feast that you have no doubt prepared. My stomach roars! We will view my slides from my recent hunt in the Amazon afterward."*

Allison: *"You go on ahead. I'll just show myself to the restroom."*

As Allison approaches the guest bathroom [4], yelping and scratching noises are heard. *"What are you keeping in there, Crane?"*

Allison cannot enter the guest bathroom to find imps. It would be a huge reputation loss (30) to have guests discover imps at a dinner party. Players must find excuses for her to use another bathroom.

Also, Rhino will be reluctant to wait if the food has not been prepared yet. And if the players know the food is bad, they'll have to improvise, such as asking to view his Amazon slides, cobbling something together from the fridge, ordering pizza, whatever they can think of.

Someone must enter the guest bathroom to deal with the imps before they bust through the door.

Guest Bathroom [4]

Similar as before, a dark portal swirls in the toilet. There are two imps in top hats and cummberbunds. They yelp and wave around wads of cash. Right before players begin the battle, they hear distant yelping from Daphne's bathroom [10]. Encourage the players to split up.

- Groom Imp (x2)
    - HP: 15
    - DMG: 3K1
    - Players must roll Hard WLT before each attack. Failing causes the player to be too impressed by the imp's cash to accurately land a blow.
- Portal
    - Roll Hard INT to disable the portal with a player's mind.
    - The Portal will release more Groom Imps if not closed.

Daphne's Bathroom [10]

Another swirling toilet portal. There are two imps, but this time they are dressed in tattered wedding dresses and caked-on makeup.

- Bridal Imp (x2)
    - HP: 15
    - DMG: 3K1
    - If they crit, the player falls in love with them, doing nothing for each turn they can't pass a Hard CHA roll.
- Portal
    - Roll Hard INT to disable the portal with a player's mind.
    - The Portal will release more Bridal Imps if not closed.

After completing all imp events and closing all the portals, the players return one last time to the living room.

Act Three

Living Room [1]

The plumber, Bebe, Rhino, Allison, and the players gather in the living room.

- Note: This part of Act Three might not occur if Bebe smokes five times, at which point players will have skipped to the extra difficult Bebe boss battle.

Rhino: *"What's been going on here? You've all been running around chasing strange noises, and I for one will not stand here and be ignored at a dinner party! Come out with it, Cranes! Speak up or we shall leave at once to tell everyone at the Seattle Arts Board your disastrous soiree!"*

All players roll INT. The player with the highest roll takes center stage to speak. There's a psychic disturbance in this apartment, they've figured out, a disturbance that reflects the subconscious trauma of one of these guests.

- This player chooses who they believe is causing the appearance of these imps and portals based on the clues gathered throughout the episode. Is it:
    - The plumber?
    - Bebe Glazer?
    - Rhino and Allison?
- The other players can now join in and decide who they think the culprit is.

- Whomever the players choose determines the final boss battle.

If the chosen culprit is the plumber

Showrunner: *"The plumber shrinks back at the accusation. 'I...I...didn't mean…it wasn't supposed to...Daphne!' The plumber clutches his mask, but the emotion is overwhelming. The walls of the apartment explode in every direction, revealing an empty blackness that stretches into infinity.*

"Water floods the apartment floor, rising up to your socks. It smells strangely salty. You all know it immediately to be the salty ocean water of the British coast.

"Bebe, Rhino, and Allison are gone. There are only the players and the plumber who now stands ten feet tall. 'I can't go on, Daphne. I can't...I can't!'"

Begin the battle.

Clive, the Plumber of Broken Hearts

- HP: 200
- DMG: 3K1
- Makes two actions per turn, so roll Initiative twice for him.
- Attacks by swinging his Emerald Wrench.
- Can cry like a geyser, blasting all players with salty tears for 1K1.
- Can whack mechanical objects around Frasier's apartment that come to life and attack or disrupt players. Ideas:
    - Piano
    - Oven
    - Telescope
    - Toilet
    - Vacuum cleaner
- If it hasn't happened yet, Daphne can still reveal that she left Clive at the altar to deal 5K5 damage and lose 40 Reputation.
    - Doing so will cause Clive to scream and blast all players with a tear geyser for 1K1.

When defeated, the plumber grows silent. His mask falls off, revealing a face weathered by many tragedies, but kind. He gives one fragile look toward Daphne, moves his mouth as if to speak her name, and immediately turns into a thousand tears that splash along the ground.

The player to land the final blow picks up his Emerald Wrench, which on a Hard WIS roll allows the player to bring a mechanical object to life.

The players now stand in the real Frasier apartment as if nothing had happened, but the plumber is gone. Bebe, Rhino, and Allison look around confused.

Then Niles says, *"Thank you for attending our dinner party. I'd stick around for adieus, but I've never wanted so badly to wash my hands."*

End of Episode.

If the chosen culprit is Bebe, or if Bebe's smoke count goes down to zero

Showrunner: *"Bebe clutches her heart in shock. 'Frasier, darling, this is all just one big misunderstanding. You have to believe me. Don't you trust your Bebe?' The walls of the*

apartment explode in every direction, revealing an empty blackness that stretches into infinity.

The floor is covered in money and billowing smoke.

"The plumber, Rhino, and Allison are gone. There are only the players and Bebe who now flies above with massive harpy-like wings. 'I'm going to fall in love and be rich! Don't you want me to be happy? Well, don't you?'"

Begin the battle.

Bebe, the Wedding Harpy (smoke count is above zero)

- HP: 200
- DMG: 3K1
- Makes two actions per turn, so roll Initiative twice for her.
- Attacks by swooping down with fiery claws.
- Sings a piercing song that charms a user if they lose a CHA roll against her. They are now controlled by the Showrunner unless they roll a Hard CHA roll at the beginning of their turn.
- Difficult to attack in air. Will periodically land to allow players without ranged attacks to hit her.
- Destroying the money on the ground will cause her to land and protect it.

Bebe, the Vicious Wedding Harpy (smoke count is zero)

- HP: 250
- DMG: 3K2
- Makes two actions per turn, so roll Initiative twice for her.
- Attacks by swooping down with fiery claws.
- Sings a piercing song that charms a user if they lose a CHA roll against her. They are now controlled by the Showrunner unless they roll a Hard CHA roll at the beginning of their turn.
- Difficult to attack in air. Will periodically land to allow players without ranged attacks to hit her.
- Destroying the money on the ground will cause her to land and protect it.

When defeated, Bebe laughs slightly to herself, realizing the errors of priorities. She feebly tries to take off her wedding ring, but it won't budge. She pulls...and pulls...and then she bursts into hundreds of burnt feathers.

The player to land the final blow picks up her Wedding Ring of Cursed Love, which allows the player to grow wings and fly for one encounter per episode.

The players now stand in the real Frasier apartment as if nothing had happened, but Bebe is gone. The plumber, Rhino, and Allison look around confused.

Then Frasier says, *"I need a new agent...and a drink!"*

End of Episode.

If the chosen culprit is Rhino and Allison

Showrunner: *"Rhino turns his blazing eyes at Niles. 'I will not hide my knowledge any longer. You are the man who laid hands upon my wife and jammed a stake into the heart of my marriage!' The walls of the apartment explode in every direction, revealing an empty blackness that stretches into infinity.*

The air is suddenly humid. The floor is covered in dense foliage. You hear jungle birds in every direction.

"The plumber, Bebe, and Allison are gone. There are only the players and Rhino who now appears as a literally 10-foot-tall rhino with a gun where his horn should be. 'If you want her, you'll have to fight me for her!'"

Begin the battle.

Rhino, the Blunderbuss Rhinoceros

- HP: 200
- DMG: 3K1
- Makes two actions per turn, so roll Initiative twice for him.
- Attacks by shooting his gun horn.
- Charges at players for 2K2, but can be avoided by beating a Hard DXT roll.
- Creeping vines from the dense foliage will occasionally grab players and hold them still unless they beat a Hard STR roll.

When defeated, Rhino flails around, shooting his gun horn in every direction until it runs out of ammo. Lying injured on the forest floor, jungle animals come, look pitifully at him, and drag him away into the dark stretches of the jungle, never to be seen again.

The player to land the final blow picks up Rhino's Blunderbuss, which has fallen off the beast. It turns the player into a rhinoceros with a gun horn for one encounter per episode.

The players now stand in the real Frasier apartment as if nothing had happened, but Rhino is gone. The plumber, Bebe, and Allison look around confused.

Then Allison says, *"Thank god I signed a prenup."*

End of Episode.